## Ransac \& ICP

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3D GEOMETRIC MODELING \& PROCESSING

## RANSAC

$\square$ RANSAC:
Random Sample Consensus.
$\square$ It is a statistical method that is used to estimate parameters of a mathematical model from a set of observed data that contains outliers.
$\square$ Iterative method (can be interpreted as an outlier detection method)

## Applications



Surface reconstruction


Object completion


Fragment assembly


Protein docking

$$
\underbrace{3} \sqrt{3}
$$

## Approach --- PCA

- Use PCA to place models into a canonical coordinate frame

Covariance<br>matrix computation

Principal Axis<br>alignment



## Principal Axis Computation

$\square$ Given a collection of points $\left\{\boldsymbol{p}_{\mathbf{i}}\right\}$, form the co-variance matrix:

$$
\begin{gathered}
\mathbf{c}=\frac{1}{N} \sum_{i=1}^{N} \mathbf{p}_{i} \\
C=\frac{1}{N} \sum_{i=1}^{N} \mathbf{p}_{i} \mathbf{p}_{i}^{T}-\mathbf{c c}^{T}
\end{gathered}
$$

- Compute eigenvectors of matrix C


## Issues with PCA

- Principal axes are not oriented

- Axes are unstable when principal values are similar

- Partial similarity



## Ransac: Basis

- Random Sample Consensus
- Hypothesize and test.
- Used for Parametric Matching
- Want to match two things.
- Hypothesized match can be described by parameters (eg., translation, affine.)
- Match enough features to determine a hypothesis.
- See if it is good.
- Repeat.


## Ransac Example

- Grouping Points into Lines
- Basic Info on lines




## Ransac

- Select a random subset of the original data. Call this subset the hypothetical inliers.
- A model is fitted to the set of hypothetical inliers.
- All other data are then tested against the fitted model.
- The estimated model is reasonably good if enough points have been classified as part of the consensus set.
- Afterwards, the model may be improved by re-estimating it using all members of the consensus set.



## Ransac

## - Complexity?

- How many samples?
- p is fraction of points on the line.
- Fraction of inlayer/total
- n points needed to define hypothesis (2 for lines)
- k number of trials.
- Probability that after $\mathbf{N}$ trials I've the correct solution is:

$$
1-\left(1-p^{n}\right)^{N}
$$



## Ransac

$\square$ How many point-pairs specify a rigid transform?

- In R2?
- In R3?
$\square$ Additional constraints?
- Distance preserving
- Stability?



## Ransac

$\square$ Preprocessing: sample each object

- Iterate
- Step I: Sample three (two) pairs, check distance constraints
- Step II: Fit a rigid transform
- Step III: Check how many point pairs agree. If above threshold, terminates; otherwise goes to Step I



## Ransac

$\square$ Sampling

- Feature point detection
- Correspondences
- Use feature descriptors
- Denote a larger success rate p
- Probability a descriptor identifies the correct match
- Try only candidated made by pair of samplese with similar descriptor.
- Basic analysis
- The probability of having a valid triplet $\mathbf{p}^{3}$
- The probability of having a valid triplet in $\mathbf{N}$ trials is $\mathbf{1 - ( 1 - p ^ { 3 } ) ^ { \mathbf { N } }}$


## Ransac +

- How many surfel (position + normal) correspondences specify a rigid transform?

- Reduce the number of trials from $\mathbf{O}\left(\mathrm{m}^{3}\right)$ to $\mathbf{O}\left(\mathrm{m}^{2}\right)$

$$
\mathbf{t}=\frac{\mathbf{p}_{1}^{\prime}+\mathbf{p}_{2}^{\prime}}{2}-\frac{\mathbf{p}_{1}+\mathbf{p}_{2}}{2}
$$

$\square$ Success rate: 1-(1-p2 $)^{N}$

$$
\left[\mathbf{n}_{1}, \mathbf{n}_{2}, d\right] \xrightarrow{R}\left[\mathbf{n}_{1}^{\prime}, \mathbf{n}_{2}^{\prime}, \mathbf{d}^{\prime}\right]
$$

## Ransac ++

- How many frame correspondences specify a rigid transform?
- Principal curvatures
- Local PCA
- Further reduce the number of trials from $\mathrm{O}\left(\mathrm{m}^{2}\right)$ to $\mathrm{O}(\mathrm{m})$
- Success rate: 1-(1-p) ${ }^{N}$

$$
\begin{gathered}
\mathbf{t}=\mathbf{p}^{\prime}-\mathbf{p} \\
R\left(\mathbf{n}, \mathbf{n}_{1}, \mathbf{n}_{2}\right) \approx\left(\mathbf{n}^{\prime}, \mathbf{n}_{1}^{\prime}, \mathbf{n}_{2}^{\prime}\right)
\end{gathered}
$$

## Post Processing

- Refine the match via ICP


Input


After matching


After registration

## icp

- iterative closest point
- "a method for registration of 3-D shapes", besl et al. - 1992
- "object modelling by registration of multiple range images", chen et al. - 1991
- a lot of variants have been proposed for the original algorithm
$\square$ icp algorithm works with
- point clouds
- polygonal surfaces


## corresponding point set alignment

$\square$ just consider for the moment the problem in 2D

- let $M$ be a model point set.
- let $S$ be a scene point set.

We assume :

1. $n_{M}=n_{S}$. With $n \geq 2$
2. each point $S_{i}$ correspond to $M_{i}$.

- What do we need to align $M$ to $S$ ?

- Compute a transformation
- In mathematics a transformation is represented by a matrix


## Alignment: an overview of the problem in 2D

## corresponding point set alignment



## corresponding point set alignment



## corresponding point set alignment



## corresponding point set alignment



## aligning 3D data

- if correct correspondences are known, can find correc $\dagger$ relative rotation/translation



## aligning 3D data

$\square$ how to find correspondences: user input? feature detection?

- alternative: assume closest points correspond


## aligning 3D data

$\square$ how to find correspondences: user input? feature detection?
$\square$ alternative: assume closest points correspond


## mean square error

- mse

$$
M S E=\frac{1}{N_{s}} \sum_{i=1}^{N_{S}}\|\hat{Y}-Y\|^{2}
$$

where $\hat{Y}$ is a prediction value
and $Y$ the measured value
$\square$ imagine you are the weather forecast reporter and every day you predict the temperature for the next day
$\square$ mse will give you an average extimation on how much your predictions were wrong

## corresponding point set alignment

- the mse objective function:

$$
f(R, T)=\frac{1}{N_{S}} \sum_{i=1}^{N_{S}}\left\|m_{i}-\operatorname{rot}\left(s_{i}\right)-\operatorname{trans}\right\|^{2}
$$

- a possible alignment is :

$$
\left(\text { rot }, \text { trans }, d_{\text {mse }}\right)=\Phi(M, S)
$$

## aligning 3D data

- Converges if starting position "close enough"
- THIS IS REALLY IMPORTANT!!!!!!!
- ...remember that we are talking about an iterative method...



## The Algorithm



## the algorithm

function ICP(Scene,Model)
begin
$E^{`}<+\infty$;
(Rot,Trans) $\leftarrow$ In Initialize-Alignment(Scene,Model);
repeat
$E \leftarrow E$;
Aligned-Scene $\leftarrow$ Apply-Alignment(Scene,Ro†,Trans);
Pairs $\leftarrow$ Return-Closest-Pairs(Aligned-Scene,Model);
(Rot,Trans,E`) \(\leftarrow\) Update-Alignment(Scene,Model,Pairs,Rot,Trans); Until \(\mid E `\) - $\mathrm{E} \mid<$ Threshold
return (Rot,Trans);
end

## ICP Variants

- Variants on the following stages of ICP have been proposed:

1. Selecting sample points (from one or both meshes)
2. Matching to points in the other mesh
3. Weighting the correspondences
4. Rejecting certain (outlier) point pairs

## ICP Variants

1. Selecting sample points (from one or both meshes).
2. Matching to points in the other mesh.
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## Selection of points

- Use all available points [Besl 92].
- Uniform subsampling [Turk 94].
- Random sampling in each iteration
[Masuda 96].
- Ensure that samples have normals distributed as uniformly as possible [Rusinkiewicz 01].


## Selection of points



Uniform Sampling
Normal-Space Sampling

## ICP Variants

1. Selecting sample points (from one or both meshes).
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## Points matching

- Closest point in the other mesh [Besl 92].
- Normal shooting [Chen 91].
- Reverse calibration [Blais 95].
$\square$ Restricting matches to compatible points (color, intensity , normals , curvature ..) [Pulli 99].


## Points matching

-Closest point :


## Points matching

## - Normal Shooting



## Points matching

- Projection (reverse calibration)

Project the sample point onto the destination mesh, from the point of view of the destination mesh's camera.


## ICP Variants

1. Selecting sample points (from one or both meshes).
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## Weighting of pairs

- Constant weight.
$\square$ Assigning lower weights to pairs with greater point-to-point distance:

$$
\text { Weight }=1-\frac{\operatorname{Dist}\left(p_{1}, p_{2}\right)}{\operatorname{Dist}_{\max }}
$$

$\square$ Weighting based on compatibility of normalized normals :

$$
\text { Weight }=n_{1} \bullet n_{2}
$$

## ICP Variants

1. Selecting sample points (from one or both meshes).
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## Rejecting Pairs

- Corresponding points with point to point distance higher than a given threshold.
$\square$ Rejection of worst $\mathrm{n} \%$ pairs based on some metric.
- Pairs containing points on end vertices.
- Rejection of pairs that are not consistent with their neighboring pairs [Dorai 98] : $\left(p_{1}, q_{1}\right),\left(p_{2}, q_{2}\right)$ are inconsistent iff
$\left|\operatorname{Dist}\left(p_{1}, p_{2}\right)-\operatorname{Dist}\left(q_{1}, q_{2}\right)\right|>$ threshold


## Rejecting Pairs

Distance thresholding


## Rejecting Pairs

Points on end vertices


## Rejecting Pairs

Inconsistent Pairs


## icp summary

- iterative closest point
$\square$ with a good initial solution I have the guaranteed to converge to a local minimum
- ok....but which is a good initial solution?
- how can I find one?
- in MeshLab the user assists the alignment plugin providing an initial solution to the ICP algoritm!
- semi automatic approach
- pro: reliable
- cons: time consuming...the time of a man is precious


## Two Notes on 3D scanning

- almost all scanning technologies will internally store the same type of data
- range map: 2D map of the sampled 3D points
- at the end what a scanner will output are $\mathrm{n}^{\text {th }}$ set of 3d coordinates expressend on the camera coordinates system
- our goal: a final 3d model



## fast overview on scanning pipeline

Scanning:
results in

range images $\Rightarrow$| Registration: |
| :--- |
| bring all range |
| images to one |
| coordinate |
| system |

## Stitching/reconstruction: Integration of scans into a single mesh

Postprocess:

- Topological and
geometric
filtering
- Remeshing
- Compression


## acquisition



## alignment



## merging

Scanning:
results in $\Rightarrow$

Registration: bring all range images to one coordinate system

Postprocess:

- Topological and geometric filtering
- Remeshing
- Compression


## post processing

$\left.\begin{array}{l}\text { Scanning: } \\ \text { results in } \\ \text { range images }\end{array} \Rightarrow \begin{array}{l}\begin{array}{l}\text { Registration: } \\ \text { bring all range } \\ \text { images to one } \\ \text { coordinate } \\ \text { system }\end{array}\end{array} \Rightarrow \begin{array}{l}\text { Stitching/reconstruction: } \\ \text { Integration of scans into } \\ \text { a single mesh }\end{array}\right] \Rightarrow$

Postprocess:

- Topological and geometric filtering
- Remeshing
- Compression


